

CAMERA SCRIPT

(12)

Project No.
02340/7066

"DOCTOR WHO" (LL)

'The Sea Devils'

by

Malcolm Hulke

EPISODE FOUR

MMM

H.A.R.

Tx'72

263

hougham

Producer.....BARRY LETTS
Director.....MICHAEL BRIANT
Script Editor.....TERRANCE DICKS
P.A.....COLIN DUDLEY
A.T.M.....JOHN BRADBURN
Assistant.....PAULINE SILCOCK

Designer.....TONY SNOADEN
Visual Effects.....PETER DAY
Costumes.....MAGGIE FLETCHER
Make-up.....SYLVIA JAMES

T.M.1.....MIKE JEFFERIES
T.M.2.....PETER VALENTINE
Sound Supervisor.....TONY MILLIER
Grams Operator.....BARRY BONNER
Crew No.....TEN

Vision Mixer.....JOHN GORMAN
Floor Assistant.....TONY COX
Film Editor.....MARTYN DAY

1030	-	1300	Camera Rehearsal (with T/K 37 from 1100 and T/K 41 from 1400)
1300	-	1400	LUNCH
1400	-	1800	Camera Rehearsal
1800	-	1900	DINNER
1900	-	1930	Line up
1930	-	2200	RECORD VTC/6HT/69571

RECORDING:

TUESDAY, 30TH NOVEMBER 1971

T.C.8

TRANSMISSION:

SATURDAY, 18TH MARCH 1972

BBC-1 COLOUR

"DOCTOR WHO"

SERIAL LLL

'The Sea Devils'

EPISODE FOUR

CAST LIST

Master.....ROGER DELGADO
Trenchard.....CLIVE BORTON
Doctor Who.....JON PERTWEE
Jo Grant.....KATY MANNING
Sea Devil.....PAT GORMAN
Captain Hart.....BOB IN RICHFIELD
Ldg. Telegraphist Bowman....ALEC WALLIS
3rd Officer Jane Blythe.....JUNE MURPHY
Commander Ridgway.....DONALD SUMPTER
C.I.C. Summers.....COLIN BELL
 Commander
Lt./Mitchell.....DAVID GRIFFIN
Castle Guard Brew.....STANLEY McGEACH
Lt. Commander Watts.....BRIAN VAUGHAN

EXTRAS:

Submarine Ratings.....ROY PEARCE
 (& Naval Base sailors) RON TINGLEY
 DENNIS PLENTY
 NICK LLEWELLYN

Sea Devils.....BRIAN NOLAN
 STEVEN ISMAY
 JEFF WITHERICK

Castle Guards.....PHILLIP WESTON
 (& Naval base sailors) JIM DOWDALL
 BRIAN GIJMAR

Technical Requirements

5 PEDS
4 BOOMS
2-link VIDECONS
2-8½ in. monitors
2 CHARS
C30 YELLOW
2 16 mm Telecine Machines

Doctor Who and Jo Grant go to visit the Master, now living in Napoleonic exile in a luxurious prison on a small island. Trenchard, a loyal but not over bright ex-colonial type, is the governor of this one-man prison. In the area, Jo and the Doctor learn that a number of ships have mysteriously vanished.

The Doctor becomes intrigued and insists on visiting a nearby Naval Base where a strangely charred lifeboat, found after one of the wrecks, has been taken for Naval investigation.

When Captain Hart, who is in charge of the top secret Naval Research Base, refuses to listen to the Doctor's theories, the Doctor insists on visiting a nearby oil rig which has been the scene of mysterious happenings. On the rig Jo and the Doctor are attacked by a Sea Devil, a strange man-like lizard of enormous size.

(The Doctor explains to Jo that the Sea Devil is a related species to the Silurians. A race of intelligent lizards he once encountered in the Derbyshire Caves. The creatures have been in hibernation until accidentally revived. The Doctor's theory is that the oil-rig has revived a colony of these creatures on the sea bed.

Meanwhile, it is becoming obvious that the Master has established some sort of ascendancy over Trenchard. While Jo and the Doctor are visiting Hart, in an attempt to convince him of the Sea Devils existence, Trenchard smuggles the Master into the Naval Base where he steals top secret electronic equipment.

With this device the Master constructs a calling device. This enables to summon a Sea Devil which almost destroys Jo and the Doctor.

Meanwhile Captain Hart has dispatched a submarine to investigate the sea bed near the oil rig. The submarine vanishes captured by the Sea Devil. The Doctor and Jo, having escaped from the Master's trap, persuade Captain Hart that something is badly wrong at the Master's prison and persuades him to investigate. But they arrive too late. Sea Devils have raided the Chateau killing Trenchard and apparently capturing the Master. With the help of a naval diving vessel the Doctor gains admittance to the Sea Devils base where he finds the Master in a position of power. The Master plans to help the Sea Devils

to conquer the Earth and enslave humanity. The Doctor attempts to persuade the Chief Sea Devil to come to some peaceful settlement with the human race, and appears to be on the verge of success when all his efforts are frustrated by the beginning of an all out Naval attack on the Sea Devils under-sea base. This has been ordered by Walker, a ruthless politician who has been given responsibility for dealing with the Sea Devils.

During the attack the Doctor escapes by recapturing the submarine and releasing its crew.

On their return to the base, Walker is eventually persuaded to allow the Doctor to make one final attempt for peace with the Sea Devils. But before the attempt can be made, Sea Devil's led by the Master, attack and capture the Naval Base.

By using the Doctor's friends as hostages, the Master forces the Doctor to assist him to build an electronic device which will enable the Master to revive Sea Devil's colonies all over the world.

With the help of Jo, Captain Hart and his men recapture the Base. The Master escapes and the Doctor goes in pursuit only to find himself recaptured by the Sea Devils.

In the Sea Devil's undersea base, the Master forces the Doctor to help him install the device which will revive the Sea Devils. Once this is done, the Master's usefulness is at an end and he and the Doctor are imprisoned together.

The Doctor then informs the Master that the device has been sabotaged, when put into use it will blow up the entire base. The Doctor and Master must escape together or die together.

They manage to escape to the surface where they are picked up by a rescue helicopter. Apparently exhausted, the Master collapses, and is taken to an ambulance upon their return to the Naval base. But when the Doctor goes to look at the recumbent form on the stretcher he finds a member of the helicopter's crew. Suddenly the helicopter takes off. The Master has escaped to fight another day.)

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RUNNING ORDER

Project No. 02340/7066

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
2	<u>1. INT. NAVAL BASE</u> <u>HART'S OFFICE</u> <u>RADIO AREA</u>	Jane Hart Bowman	Day	4A/B, A1, 2A	1-3
3	<u>2. INT. SUBMARINE</u>	Mitchell Ridgway Summers Sea Devil	Day	5A, C1, 1A, D1, 3A	4- 22
5	<u>3. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Trenchard PAUSETTE (ARTISTS)	Day	A2, 2B, B1, 4C	23- 31
7	<u>4. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Trenchard	Day	A2, 2B, B1, 4C	32- 37
8	<u>5. INT. SUBMARINE</u>	Ridgway Mitchell Sailors Sea Devils	Day	5A, C1, 1A, D1, 3A	40- 45
11	<u>6. INT. NAVAL BASE</u> <u>HART'S OFFICE</u>	Jo Doctor Who Hart Bowman Jane	Night	4D, 1B, B2, 2C	46- 69
14	<u>6A. INT. NAVAL BASE</u> <u>RADIO AREA</u>	Jo Doctor Hart Bowman Jane	Night	2C, A1, 5B (5 over 2's cable)	70- 75
		PAUSE			

"DOCTOR WHO" (LLL) EPISODE FOUR
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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
15	<u>7. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Trenchard	Night	1BX, D2, 3B, C2, 5C	76- 95
18	<u>8. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard	Night	A3, 4E	96
18	<u>9. INT. CHATEAU</u> <u>CORRIDORS</u>	Guard Sea Devil	Night	3C, B3, 5D & Slung	97- 99
20	<u>10. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard Master (on monitor)	Night	2D, A3, 4E 1BX (CSO)	100- 103
21	<u>11. INT. CHATEAU</u> <u>CORRIDOR</u>	Guard Sea Devil	Night	3C, B3	104
21	<u>12. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard	Night	2D, A3, 4E	105- 108
		BREAK			
22	<u>13. INT. CHATEAU</u> <u>CORRIDORS</u> (PAUSES DURING THIS SCENE)	Drew Sea Devils Trenchard	Night	3C, 5E, B3, 2E, 4F & Slung	109- 130
		PAUSE			
24	<u>14. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Sea Devils Trenchard	Night	1C, C2, 3D	131- 135
		PAUSE			
26	<u>18. INT. CHATEAU</u> <u>CORRIDORS</u>	Hart Doctor Who Guard Trenchard	Day	4F & slung PAUSE 5F, B3, 2F	137- 143

"DOCTOR WHO" (LLL) EPISODE FOUR
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PACE	SCENE/SET	CHARACTER	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
29	<u>15. INT. NAVAL BASE</u> <u>HART'S OFFICE</u> <u>RADIO ROOM</u>	Hart Doctor Jo Jane Bowman	Night	B2,4G,A1, 2A	159- 164
	PAUSE				
32	<u>20. INT. NAVAL BASE.</u> <u>HART'S OFFICE</u>	Bowman Jane Hart Doctor Jo	Day	4G,A1,5G, 2A	167- 175
	PAUSE				
33	<u>TELECINE 7 (A7)</u> Doctor, Jo and Hart board Naval Diving Vessel 'Reclaim'	Doctor Jo Hart	Day		
33	<u>21. INT. DIVING VESSEL</u> <u>CONTROL ROOM</u>	Watts Hart Jo Doctor	Day	3E,D3,2G, C3,1D	176- 182
35	<u>TELECINE 8 (A8)</u> Doctor Who enters diving bell, watched by Hart and Jo. The chamber is lowered	Doctor Jo Hart	Day		

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
35	<u>22. INT. DIVING VESSEL CONTROL ROOM</u>	Hart Watts Jo Sailor Doctor (on monitor)	Day	D3, 2G, C3, 1D Remote Cam. & 2 mons.	183- 187
36	<u>TELECINE 9 (A9)</u> The diving bell is being lowered. We see winch and operator		Day		
36	<u>23. INT. DIVING CHAMBER</u>	Doctor	Day	3F & slung	188
36	<u>24. INT. DIVING VESSEL CONTROL ROOM</u>	Hart Watts Jo Doctor (on monitor)	Day	2G, C3	189
37	<u>25. INT. DIVING CHAMBER</u>	Doctor Sea Devil	Day	3F & Slung	190
37	<u>26. INT. DIVING VESSEL CONTROL ROOM</u>	Hart Doctor (on monitor) Watts Jo Wailor	Day	2G, C3, 1D	191- 193
38	<u>TELECINE 10 (A10)</u> Winch pulls in cable at full speed. The chamber comes on board but when Hart and JO look, it is empty.	Hart Jo	Day		

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PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
	<u>TO BE RECORDED AT END</u>				
39	<u>TELECINE 1</u> (B9 or A 11) Opening Titles				
39	<u>TELECINE 1 (CONTD.)</u> (B9) The Master and Trenchard look down on Jo and Doctor in the minefield. Suddenly they see a sea devil walking up from the sea. Doctor leads Jo safely thru the minefield and explodes mines with his sonic screwdriver, to send the sea devil staggering back.	Doctor Jo Master Trenchard Guards Sea Devil	Day		
42	<u>TELECINE 2</u> (B10) Guards in cars and on a horse search for Dr. & Jo who hide in bushes then move cautiously away.	Doctor Jo Guards	Day		
43	<u>TELECINE 3</u> (B11) Submarine goes along under water		Day		
44	<u>TELECINE 4</u> (B12) Submarine continues on its way		Day		
45	<u>TELECINE 5</u> Armed sea devils rise up from the sea (B13)	Sea Devils	Day		
45	<u>TELECINE 6</u> (B14) Hart, Doctor and Jo arrive at Chateau Main Doors in Naval jeeps. They enter. There are no Chateau guards	Doctor Jo Hart Sailors	Day		
47	<u>TELECINE 10 (CONTD.)</u> (B15 or A12) Closing Titles				

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'The Sea Devils'

EPISODE FOUR

TO BE RECORDED AT END

TELECINE 1

OPENING TITLES

SCF

S/I T/J SLIDES: (a) The Sea Devils
(b) by MALCOLM HULKE
(c) Episode Four

TO BE RECORDED AT END

TELECINE 1 (CONTD.)

4A/B, A1, 2A

1. 4 A 1. INT. NAVAL BASE. HART'S OFFICE.
 M2S JANE/ RADIO AREA. DAY
 BOWMAN
 Door b/g /SWINGER OPEN/

HART enters

(JANE IS STANDING BY
THE RADIO APPARATUS,
WHERE TELEGRAPHIST
BOWMAN IS AT THE
CONTROLS.

HART ENTERS)

CRAB L. to
HOLD DEEP 3S
to POS. 4B

(2 next)

HART: Anything from the sub?

BOWMAN: It's no good, sir.
There's nothing.

HART: They had instructions to
surface an hour ago.

2. 2 A /
MCU JANE

(NOTE CAM. 2
tracked out
into position
as CAM. 4
CRABS L.)

JANE: Maybe they found something,
sir. They might still be
investigating.

3. 4 B /
CU HART

PAN L. to
CU JANE
Let her go

HART: If they haven't surfaced by
now there must be something
stopping them. Right sub-miss
procedure. Alert Submarine Command.

4. 3 A /
M2S MITCHELL/
RIDGWAY

5A,C1,1A,D1,3A

2. INT. SUBMARINE. DAY

PAN RIDGWAY
L. to
LS SUBMARINE
Sonar far f/g

(MITCHELL IS AT THE FORWARD
BULKHEAD DOOR, WHICH IS
CLOSED AND BOLTED. HE IS
LISTENING INTENTLY.

CHIEF PETTY OFFICER SUMMERS
COMES UP. MI CHELL AND
RIDGWAY HAVE REVOLVERS,
SUMMERS AND RATINGS CARRY
STERLINGS.)

DISTORT SUMMERS: Submarine indica@BrMS
bouys still won't release sir. VO

RIDGWAY: The moment you surface radio
Captain Hart.

5. 1 A /
MLS RIDGWAY

(3 next)

RIDGWAY: (Contd.) Tell him we're immobilised on the sea bed by some unknown force and intruders have broken through the hull.

PAN him L.
to M2S

SUMMERS/RIDGWAY

SUMMERS: Aye aye sir.

RIDGWAY: You've checked your R/T?

Let SUMMERS
go

SUMMERS: Aye, aye.

RIDGWAY: All right, off you go.
Good luck.

(SUMMERS CLIMBS THE
LADDER TO OPEN THE
ESCAPE HATCH)

6. 3 A
MS MI CHELL

MITCHELL: Something's happening to
this door, sir. It's getting hot.

7. 1 A
MS RIDGWAY

RIDGWAY: Small arms number one.

8. 5 A
LS MITCHELL
& SUBMARINE

(MITCHELL PRODUCES HIS KEY,
OPENS A CUPBOARD TO REVEAL RIFLES)

PAN him L. to
MS & gun
cupboard

SUMMERS: I can't get out sir.

9. 1 A
M2S RATING/
RIDGWAY

RIDGWAY: Forget it. Summers, Johnson
here. Petty Officer here.

PAN L. to
M3S SUMMERS/
MITCHELL/
RIDGWAY

(A PETTY OFFICER COMES
FORWARD. RIDGWAY
HANDS HIM A RIFLE)

MITCHELL: Look, sir!

INSERT SHOT

1 A
CS DOOR
burning area

(RIDGWAY TURNS TO LOOK
AT THE DOOR,
WHICH IS NOW GLOWING
RED HOT OVER THE WHOLE
CENTRE AREA)

RIDGWAY: Take cover!

PAN them R.
to M4S
RIDGWAY f/g

(THE MEN TAKE WHAT COVER
THEY CAN AND TRAIN THEIR
RIFLES ON THE DOOR)

11. 3 A
MCU MITCHELL (WE CUT TO CLOSE UPS
OF THEIR REACTIONS.)
12. 1 A
(CRABBED R.)
MCU SUMMERS
13. 3 A
MCU RIDGWAY
14. 1 A
MCU MITCHELL MITCHELL: The whole door's going!
15. 3 A
MCU RIDGWAY
RIDGWAY: Hold your fire until
we see who they are.

(THE DOOR IS IN ITS
FINAL PHASES OF
DISINTEGRATION.)

PAUSETTE

(AT THE HOLE IS
A SEA DEVIL)

INSERT SHOT

5 A
IS door &
SEA DEVIL

16. 3 A
M3S RIDGWAY/
SUMMERS/MITCHELL (REACTIONS OF MEN TO
DOOR IN FINAL STAGE
& SEA DEVIL)
17. 1 A
MCU SUMMERS
18. 3 A
CU MITCHELL
19. 1 A
CU RIDGWAY

PAUSE

(INTERCUT FOLLOWING AS DIRECTED)

20. 1 A
CS DOOR burning
Area

(TO BE INTERCUT WITH
CAM. 5's SHOT)
(5 next)

VIS EFF. BURNING DOOR
LIGHTING RED SPOT

(on 1, shot 20)

- 5 -

21. 5 A _____/

LS DOOR &
SEA DEVIL

(TO BE INTERCUT WITH
CAM. 1's SHOT)

22. 1 A _____/

CU SEA DEVIL
as it comes
through door

23. 4 C _____/

MS TRENCHARD
X's f/g machine

A2, 2B, B1, 4C

3. INT. CHATEAU: MASTER'S ROOM. DAY

CRANE UP.
and HOLD HIM
to MCU f/g

(THE MASTER IS SITTING
BACK IN AN ARMCHAIR,
AS THOUGH NOTHING HAD
HAPPENED.

TRENCHARD IS PACING
ABOUT IN A STATE OF
SHOCK AND PANIC)

1 TO B

(2 next)

- 5 -

(on 4, shot 23)

DEEP 2S
MASTER/
TRENCHARD

TRENCHARD: I just can't take it in.
It's all too much for me.

MASTER: My dear Trenchard, try to
calm yourself. It's all very simple.

23A. 2 B

(ON TURN)

MCU TRENCHARD.

PAN him L. to

DEEP 2S MASTER

TRENCHARD: Simple?! You've misled
me all along! You said it was spies -
saboteur. You said we'd catch them!

24. 4 C TRENCHARD

MCU MASTER

MASTER: If I'd talked to you about
sea monsters, would you have listened
to me?

25. 2 B

M. DEEP 2S

MASTER/TRENCHARD

TRENCHARD: I've risked everything to
help you. And you've lied to me!

MASTER: I had to. Do sit down.

PAN TRENCHARD

R.

Let him go to

sit

TRENCHARD: I don't know how you can
be so calm.

26. 4 C

DEEP 2S MASTER/

TRENCHARD &

chair

(TRENCHARD SITS
DOWN)

Let TRENCHARD

in R.

MASTER: That creature you saw is
one of a race of intelligent reptiles
with a deadly hatred for Mankind.
They have established themselves in
the sea. Now they plan to emerge
and conquer the earth.

27. 2 B

MCU TRENCHARD

28. 4 C

MCU MASTER

29. 2 B

MCU TRENCHARD

HOLD rise.

TRENCHARD: I must warn the
authorities at once.

30. 4 C

MS MASTER

MASTER: No! Premature action would
ruin everything.

HOLD him to

MC2S

TRENCHARD: What else can we do?

MASTER: Wait until this device is
perfected - and then warn
the authorities.

31. 2 B

CU TRENCHARD

TRENCHARD: But my dear fellow...

PAUSETTE (ARTISTS)

TO BE RECORDED
AT END
TELECINE 2

A2,2B,B1,4C

32. 4 C 4. INT. CHATEAU: MASTER'S ROOM. DAY.
MCS DOOR

TRENCHARD
in
PAN him L.
to M2S
MASTER/
TRENCHARD

(THE MASTER IS WORKING
ON BUILDING A NEW
AND BIGGER BLEBSTER.

TRENCHARD IS THERE
IN SOME AGITATION)

TRENCHARD: They're not in the beach
secotrs. We've completely
lost track of them.

33. 2 B
CU TRENCHARD
MASTER: Trenchard, if they get to
the Naval Base - /

TRENCHARD: (CUTTING IN) Exactly.
What am I going to
do? They'll tell Hart everything. /

34. 4 C
CU MASTER

MASTER: Well - there's an excellent
chance he won't believe then. /

35. 2 B
CU TRENCHARD

TRENCHARD: (AT HIS WITS END) Suppose
he does? Suppose he turns up here
again! /

36. 4 C
M2S MASTER/
TRENCHARD
HOLD TRENCHARD
to R. f/g

MASTER: Refuse to admit him.

TRENCHARD: Don't be ridiculous.

MASTER: You are running a top security
establishment. Your only responsibility
is to the government.

37. 2 B
CU TRENCHARD

TRENCHARD: What about the Doctor?
He'll report to Unit. They can go
to the government.

38. 4 C
MCU MASTER
& Sonar laser

MASTER: ~~Look Trenchard.~~
Please trust me a little
longer. /

39. 2 B
CU TRENCHARD

I assure you. Soon all
your troubles will be over.

(1 next)

TO BE RECORDED AT END

TELECINE 3

5A, C1, 1A, D1, 3A

40. 1 A 5. INT. SUBMARINE. DAY

MLS RIDGWAY
(with sonar
f/g)
thru display
chart

(THE RATINGS ARE AT
THEIR POSITIONS AT
CONTROLS.

WE CAN HEAR THE ENGINES.

RIDGWAY AND MITCHELL ARE
PRESENT)

PAN him L. to
M3S MITCHELL/
SEA DEVIL/
RIDGWAY

DISTORT: Aft ends land space dry
of water sir.

(THE SUBMARINE APPEARS TO
BE OPERATING NORMALLY.

THEN WE PULL BACK TO
REVEAL THAT SEA DEVILS ARE
IN STRATEGIC POSITIONS,
COVERING THE HUMANS WITH
THEIR WEAPONS)

(on 1, shot 40)

- 10 -

41. 5 A A SEA DEVIL POINTS/TO A
CHART & SEA SLICE ON A CHART BEFORE
DEVIL'S HAND MITCHELL AND RIDGWAY - JUST
OFF THE ISLAND, AS CLOSE
AS POSSIBLE TO THE CHATEAU)

42. 1 A
M3S MITCHELL/
SEA DEVIL/
RIDGWAY MITCHELL: Why there?

RIDGWAY: Try asking mother.

43. 5 A
M3S SEA DEVIL/
RIDGWAY MITCHELL: (LOUDLY AT SEA DEVIL)
All right, old man. Get you there
in no time. (TO RIDGWAY) Shall
we check the pressure guage sir?

Let RIDGWAY
go.
HOLD SEA DEVIL

(MITCHELL CROSSES TO
A PRESSURE GAUGE,
BECKONING RIDGWAY
TO FOLLOW.

45. 3 A
LS SUB
& RIDGWAY RIDGWAY FOLLOWS.
WE GO IN CLOSE)

Shouldn't we try and jump them, sir?

HOLD RIDGWAY
to MC2S
RIDGWAY/MITCHELL

RIDGWAY: No. Not yet.

MITCHELL: So we're just going to
do nothing sir.

RIDGWAY: Sooner or later these
things are going to return to
their base - and I want to know
where that is! (LOUDER)

TRACK/ZOOM IN to
CU RIDGWAY

Course three - five - zero.

MITCHELL: Aye, aye sir.

TO BE RECORDED AT END

TELECINE 4

46. 2 C
(CRABBED L.)
MS HART

- 10 -

(on 2, shot 16)

4D, 1B, B2, 2C

6. INT. NAVAL BASE: HART'S OFFICE. NIGHT.

HOLD RISE &
CRAB R. to
M.DEEP 2S
HART/DOCTOR

(JO IS HUDDLED IN
A BLANKET, LOOKING
EXHAUSTED, DRINKING
FROM A GREAT MUG OF
COCOA.

DOCTOR WHO SITS
BACK, WITH HIS
FEET UP AND SHOES
OFF, WIGGLING HIS
TOES.

HART IS AT HIS
DESK.

BOWMAN IS AT THE
R/T AND RADAR CONTROLS
IN THE CORNER)

HART: I'm sorry if I seem to be
repeating myself Doctor - but I
don't believe a word of it!

DOCTOR WHO: I can assure you, we
didn't walk ten miles across country
just to tell you fairy stories.

HART: Monsters coming out of the
sea ... /

47. 4 D
MCU JO

JO: But it's different this time.
Lot's of people saw it. Even Trenchard
and the guards, .

48. 2 C
MCU HART

HART: Do you think Tren/chard will
confirm your story?

49. 4 D
M2S JO/DOCTOR

(2 next)

DOCTOR WHO: I doubt it. The Master's got some hold over him.

JO: But the Doctor's seen these creatures before ...

50. 2 C
MCU HART

HART: Yes, I'm sure he has, Miss Grant.

JO: In some caves, in Derbyshire. You see they want to take over Earth, well - re-take it really -

51. 4 D
A/B
M2S

HOLD DOCTOR'S
rise

(ALL THIS DOES NOT
HELP TO CONVINCE
HART.)

DOCTOR WHO GIVES
JO A LOOK)

DOCTOR WHO: All right, Jo. I'll take care of the explanations.
Captain Hart.....

51A. 2 C
MLS JANE
in R. b/g
(doorway)

(JANE ENTERS WITH
A PLATE OF SANDWICHES)

HOLD her to
2S JANE/JO

JANE: Only cheese, I'm afraid.
All the steward could manage.

JO: That'll be great.

52. 1 B
CS PLATE
sandwiches
PAN UP with
Plate to
MCU DOCTOR

DOCTOR WHO: For heaven's sake Jo - this is no time for a picnic.
(cont ...)

(DOCTOR WHO TAKES
THE PLATE FROM JO,
BEGINS STRIDING
ABOUT IN HIS
STOCKINGED FEET.)

53. 4 D
MCU JO

DURING THE FOLLOWING
SPEECHES HE IS
ABSENTMINDEDLY

54. 2 C
PAN DOCTOR L.
to M2S HART/
DOCTOR
fav. HART

WOLFING SANDWICHES,
UNWARE THAT JO IS
HOPEFULLY FOLLOWING
THE PLATE WITH HER
EYES)

(on 2, shot 54)

- 13 -

DOCTOR WHO: (cont) All right. Forget the Sea Devils. What about Trenchard trying to keep us prisoners.

55. 4 D
M2S HART/
DOCTOR
fav. DOCTOR
HART: I've only your word for that.
DOCTOR WHO: What about the theft of your electronic stores. I take it you'll admit that happened?
56. 1 B
MCU JO
HART: Since I was here at the time.
JO: The Master stole those parts to make his calling device.
57. 2 C
MCU HART
HART: His what?
58. 4 D
M2S A/B
HART/DOCTOR
PAN DOCTOR R.
59. 1 B
MS JANE &
Sandwiches
Let her go
DOCTOR WHO: He's developed some way of communicating with them. Probably an ultra high frequency sonic beam. Would you like one?
JANE: Thank you
(DOCTOR WHO IS ABOUT TO TAKE THE LAST SANDWICH)
60. 4 D
MCU JO
JO: (ANGUISHED) Doctor!
61. 2 C
MCU DOCTOR
DOCTOR WHO: / ^{So} Sorry ...
- 61A. 4 D
A/B
(HE HANDS HER PLATE AND LAST SANDWICH TO JO, WHO DIGS IN RAVENOUSLY.
GRAMS
Phone
THE PHONE RINGS.
JANE LIFTS,
62. 1 B
M2S HART/
HANE
JANE: (IN B.G) Captain Hart's office ... I see ... Yes, I'll tell him. (CRADLES PHONE, TO HART) They've had to abandon the search, sir. They'll start at first light.

(4 next)

- 14 13 -

(on 1, shot 62)

HART: Very well.

Let her go

JANE: I'll get some more sandwiches.

(SHE EXITS)

63. 4 D
MCU DOCTOR

DOCTOR WHO: How overdue is the submarine?

64. 2 C
MCU HART

HART: Four hours.

65. 4 D
MCU DOCTOR

DOCTOR WHO: It should never have been sent, you know. They were bound to presume it's hostile.

66. 2 C
MCS HART

PAN him R.
to sit &
DEEP 2S
DOCTOR/HART

HART: Kindly leave the Naval side of this operation to me, Doctor.

Captain Hart
DOCTOR WHO: You're dealing with a situation completely outside of your experience, and if you won't let me help you -

67. 4 D
CU HART

HART: (CUTTING IN) All right, Doctor, what do you suggest I do?

68. 2 C
CU DOCTOR

DOCTOR WHO: The key to this whole situation is at the castle

69. 1 B
M3S JO/
BOWMAN/HART

BOWMAN: (CUTTING IN) Sir?/ I think we've got something.

HOLD them to door

(HART HURRIES OVER TO THE RADAR SCREEN, AND DOCTOR WHO FOLLOWS. 2C, A1, 5E

70. 5 B 6A. HART'S OFFICE. RADIO AREA. DAY
Xf/g radio
stuff
HOLD M4S
& CRAB L.
with entrance

THERE ARE A NUMBER OF WHITE DOTS ON THE SCREEN.

BOWMAN INDICATES ONE)

HART: Where is it?

71. 2 C
MCS Radar screen
(+ BOWMAN'S
arm & hand)

(5 next)

(on 2, shot 71)

BOWMAN: There, sir. Contact
bearing zero, nine zero Range
20,000 yds. Heading 175.

72. 5 B
M3S HART/
BOWMAN/JO

(JO AND JANE ALSO CROSS
TO THE RADAR SCREEN)

JO: The submarine?

HART: Could be.

BOWMAN: I think it must be sir.

73. 2 C
MCU DOCTOR
(HE LEANS
FWD.)

(DOCTOR WHO POINTS TO
THE OUTLINE MAP OF THE
ISLAND, WHICH IS OVER
THE RADAR SCREEN)

DR.WHO: And you see where that
thing's heading for? The
beach by the castle.. Perhaps
you'll believe me now! Captain!

74. 5 B
CU HART

PAUSETTE

75. 2 C
CS RADAR SCREEN
DOCTOR'S finger in

(REPEAT LAST SPEECH)

BREAK

1BX, D2,3B,C2,5C

76. 1 BX 7. INT. CHATEAU. MASTER'S ROOM NIGHT.

CS REVOLVING
AERIAL on
MASTER'S thing

(THE MASTER IS OPERATING
HIS NEWLY - DEVELOPED
CALLING DEVICE.

GRAMS
Regular
Msg.

77. 5 C
CU MASTER

(HE
LEANS
FWD.)

AS WE OPEN IT IS GIVING
A STRONG, REGULAR BLEEP
SOUND, CLEARLY THE HOLDING
SIGNAL.

END

78. 3 B
CS CONTROLS
MASTER'S HAND IN

HE MANIPULATES A CONTROL
AND CUTS OUT THE REGULAR
BLEEP. THEN OPERATING
ANOTHER CONTROL HE STARTS
TO SEND AN IRREGULAR
BLEEP - CLEARLY A
MESSAGE THEN HE WAITS

StarMsg.
from
Mach

79. 5 C
CU MASTER

80. 1 BX
CS REVOLVING
AERIAL

END END

(5 next)

GRAMS
Distort
Reply

81. 5 C
CU MASTER

(OVER FILTER WE HEAR
AN ANSWERING IRREGULAR
BLEEP. /

(HE
LEANS
FWD.) HE LISTENS TO THIS,
PLEASED WITH WHAT
HE HEARS

END

82. 3 E
CS HANDS &
MACHINE

THEN HE STARTS
TO REPLY TO IT.

GRAMS
Message
from
Machine

83. 1 BX
M2S MASTER/
TRENCHARD

TRENCHARD ENTERS, AND
AS THE DOOR OPENS
THE MASTER TURNS OFF
THE APPARATUS COMPLETELY)

TRENCHARD: That thing working
at last? *

84. 3 B
CS HANDS

END
MSG.

85. 1 BX
MC2S MASTER/
TRENCHARD

MASTER: There are still one or
two problems. Minor alterations to
be made.

TRENCHARD: Well I've been giving
some thought to all this.
It's going to be an enormous job,
dealing with these creatures. We
must give the authorities all the
notice we can -

GRAMS
Distort
Reply

(CUTTING IN ON TRENCHARD'S
SPEECH, WE HEAR SEA DEVIL
BLEEPS - IRREGULAR AND
MEANINGFUL - COMING OVER
THE FILTER AGAIN.

MASTER SWITCHES OFF
QUICKLY)

88. 3 B
CU TRENCHARD

(5 next)

(on 3, shot 88)

89. 5 C
CU MASTER
TRENCHARD: (cont) What was that?
MASTER: Just a random feed back.
Nothing important.
90. 1 BX
CU TRENCHARD
TRENCHARD: It sounded like some
kind of message.
91. 5 C
CU MASTER
MASTER: (ANGRY) Trenchard, I am trying
to carry out an extremely difficult
and complex task/ I cannot work with
constant interruption.
92. 1 BX
BCU TRENCHARD

Let him go

(TRENCHARD HAS NOW
REALISED THAT THE
MASTER IS UP TO NO
GOOD, BUT TRIES TO
CONCEAL THIS
REALISATION)

93. 3 B
M. DEEP 2S
TRENCHARD/
MASTER
TRENCHARD: Look, I'm terribly sorry,
old chap. I'll leave you to get it.
MASTER: Thank you.

TRENCHARD: Yes..

94. 5 C
CU MASTER
(TRENCHARD EXITS.
THE MASTER WATCHES
AFTER HIM FOR A
MOMENT, WONDERING.)
95. 1 BX
M2S MASTER &
MACHINE
THEN CONTINUES WITH
HIS WORK, AND STARTS
THE APPARATUS GOING
AGAIN)
- V. FAST ZOOM
to CU AERIAL

S/I

95. 5 C
CU MASTER

GRAMS
Sonic
Reply
to
cover
Scenes
8-14

96. 4 E
CS HAND

(on , shot 96)

TO BE RECORDED AT END
TELECINE 5

A3,4E

8. INT. CHATEAU. TRENCHARD'S OFFICE. NIGHT.

PAN UP
 and TRACK
 INTO BCU
 TRENCHARD
 (COUNT OF
 15)

(TRENCHARD AT HIS
 DESK ON THE TELE-
 PHONE)

TRENCHARD: (INTO PHONE) I tell you I
must speak to the Minister. It's most
 important. (LISTENS) When do you
 expect him back, then? (LISTENS;
 ANGRY) No I can't tell you what it's
 about. The security of the Nation is
 at risk. What? Very well, I'll hold
 on. But please ... hurry!

97. 5 D 50°
 VLS GUARD

3C, B3, 5D, & Slung

9. INT. CHATEAU. CORRIDORS. NIGHT.

HOLD him to
 MCU

PAN him L.
 & thru
 arch to MLS

(A GUARD PATROLLING
 THE CORRIDOR COMES
 UP TO A DOOR, WHICH
 IS HALF OPEN.

WE SEE FROM HIS RE-
 ACTION THAT THE DOOR
 SHOULD BE CLOSED.

HE GOES UP TO THE DOOR
 AND THEN SEES THAT THE
 LOCK HAS BEEN CUT OUT
 COMPLETE BY BURNING.

98. 3 C
 VLS SEA DEVIL
 HOLD him to
 CU then PAN
 him R.

99. 5 D
 MCU GUARD

(on 5, shot 99)

AS THE GUARD IS
EXAMINING IT, HE
HEARS A SOUND BEHIND
HIM AND SWINGS ROUND.

THERE IS A SEA DEVIL
LOOMING OVER HIM.

HOLD him to
floor

THE SEA DEVIL'S CLAW
GRABS THE GUARD BY
HIS THROAT.

THE GUARD MAKES NO
SOUND, AS HE GOES DOWN)

100. 4 E
MCU TRENCHARD'S
back

(2 next)

2D, A3, 4E, & 1BX (CSO)

10. INT. CHATEAU: TRENCHARD'S OFFICE. NIGHT.(TRENCHARD IS AT
HIS DESK, ON
THE PHONE)

He turns.

TRACK IN to
CU
(Count 5)

Let him go

TRENCHARD: (INTO PHONE) No, it can't
wait until the morning. You'll have
to interrupt his meeting - it's a
matter of national importance. (LISTENS)
Oh very well, as soon as he's free,
then. And if there's any unnecessary
delay, believe me, you'll answer for
it!101. 2 D
MLS TRENCHARD(TRENCHARD SLAMMING
DOWN THE PHONE
THINKS FOR A MOMENT,
THEN GOES TO THE
MONITOR AND TURNS
IT ON. / HE SEES THE
MASTER WITH THE NEW
APPARATUS FULLY
OPERATIONAL AND
SENDING A MESSAGE.PAN him L.
to MCU102. 4 E
MCS CSO
SCREEN &
TRENCHARD
(CSO FEED FROM 1)1 BX
H/A LS
MASTERTRENCHARD SWITCHES
OFF THE MONITOR,
PICKS UP HIS INTERNAL
PHONE)103. 2 D
MCU TRENCHARD

(INTO PHONE) Guard!

(BUT THERE IS NO
RESPONSE. HE PUMPS
THE RECEIVER REST)104. 3 C
Floor

3C, B3

11. INT. CHATEAU: CORRIDOIS. NIGHT.

Wall (OPEN ON A WALL
Phone drops PHONE, RIPPED OUT
in followed FROM THE WALL, ITS
by GUARD HANDSET HANGING BY
into MCU ITS FLEX AND STILL
SWINGING. SPRAWLED
ON THE FLOOR IS A
SEA DEVIL DEAD GUARD.
X's
CUT TO A SEA DEVIL
MOVING AWAY).
PAN UP to
LS SEA DEVILS

(Note: Over Scenes 11,
12, 13, the Sea-Devils
bleep mounts steadily
to a crescendo)

105. 2 D
(CRABLED R.)
MCU TRENCHARD

2D, A3, 4E

12. INT. CHATEAU: TRENCHARD'S OFFICE. NIGHT.

Let him go (TRENCHARD PUTS DOWN
THE INTERNAL PHONE,
THINKS FOR A MOMENT.
THEN HE TAKES A LITTLE
106. 4 E KEY FROM HIS POCKET, /
MLS TRENCHARD OPENS A DESK DRAWER
AND TAKES OUT A
PAN him R. REVOLVER. HE CHECKS
to desk THAT IT IS LOADED AND
107. 2 D PULLS OFF THE SAFETY
MCU TRENCHARD CATCH. HE EXITS)
108. 4 E
CS DRAWER

HOLD GUN to MCU
TRENCHARD. LET HIM GO

2 TO E
4 TO F
5 TO E

BREAK

- 3C, 5E, B3, 2E, 4F & Slung
109. 3 C 13. INT. CHATEAU. CORRIDOR. NIGHT
(TRACKED OUT)
LS DREW &
Other GUARD
HOLD him to
MS
(A GUARD, DREW, COMES ALONG
AND SEES A SEA DEVIL -
BACK TURNED & AT THE FAR
END OF THE CORRIDOR
110. 2 E
LS 2 SEA DEVILS
by doorway
THE GUARD QUICKLY GOES TO
AN EMERGENCY BELL PUSH
111. 3 C
A/B
HOLD him L.
to alarm button
AND PRESSES IT.
112. 5 E
CS ALARM button
ALARM BELL STARTS TO
CLANG LOUDLY
GRAMS
Alarm
113. 4 F
LS GUARDS
Let them
go L.
GUARDS HURRY DOWN
A CORRIDOR, BELL CLANGING.
114. 3 C
(PANICED R.)
LS ARCH &
DEVILS
Let them go R.
SEA DEVILS ALERTED BY
THE CLANGING BELL ARE
ALSO RUNNING ALONG
115. 4 F
LS TRENCHARD
TRENCHARD RUND ALONG
A CORRIDOR
116. 2 E
L/A LS ARCH
GROUP & GUARDS
(KEEP OFF
Trenchard's
door)
A GROUP OF GUARDS
TURN A CORNER
117. 5 E
u/s Stairs
GROUP SEA
DEVILS
(KEEP OFF
Arch)
THEY COME INTO
CONFRONTATION WITH
THE SEA DEVILS.
THEY OPEN FIRE.
FIRE
118. 2 E
A/B
2 Guards die
- PAUSE TO RELOAD SEA DEVIL GUNS & REPOS.
119. 5 E
A/B
SEA DEVILS

(2 next)

PAUSE SEA DEVILS REPOS. D/S

(on 5, shot 119)

-22A-

120. 2 E (TRENCHARD RUNS ALONG /
 (PANNED L.) THE CORRIDOR. HE RUNS
 MS SEA EVIL INTO A GUARD WHO IS
 It fires and RETURNING FIRE OF
 goes R. THE UNSEEN SEA DEVILS)

121. 3 C
MLS DREW

TRENCHARD X's
from b/g

(5 next)

-22A-

(on 3, shot 121)

TRENCHARD: What's happening man?DREW: (HYSTERICALLY) They're all over the place sir - they've killed most of the lads.TRENCHARD: Who? Who's attacking us?

123. 5 E
C2S DREW/
TRENCHARD
Let them go

DREW: Great lizards sir. Like that thing we saw on the beach. Come on sir.... they were after us.

124. 3 C
C2S DREW/
TRENCHARD

(H. BILLS GO TULL TRENCHARD)
JILLY.

TRENCHARD (BILLS/SS.)

HOLD to
M2S TRENCHARD/
DOCTOR

TRENCHARD: Pull yourself together man. Have you sent for help?

It's
DREW: No good sir

TRENCHARD: There's a direct line to Whitehall in my office. Use that.

125. 5 E
Let them
into M2S

DREW STARES BELIEVING AT HIM)

DREW: Why can't you sir?

Let DREW go
& ZOOM FAST
to MCU
TRENCHARD

TRENCHARD: I shall attend to the security of my prisoner. Go on man. Move.

126. 2 E
MLS GROUP
SEA DEVILS.
ZOOM FAST to
C2S

(DREW TULLY ATTENDING TO OTHER DISORDER, SEA DEVILS /
HOLDING GUN, LOOKING
PASSIVELY AT HIM)

127. 3 C
MS TRENCHARD
& GUN

128. 2 E
M.GROUP SHOT
SEA DEVILS

THEY RAISE GUNS

129. 3 C
(5 next) CS GUN

130.	5	E	BCU TRENCHARD	FIRES . /	
				THE SEA DEVILS BLEEP RISES TO A CRESCENDO)	GRAMS Bleep to crescendo
			/3 TO D/	PAUSE	(TRENCHARD TO FLOOR)
(CAM. 1 LINE UP ZOOM END)					
1C,C2,3D					
131.	1	C	MS MASTER & MACHINE f/g	14. INT. CHATEAU MASTER'S ROOM. NIGHT.	
132.	3	D	CS HAND & SWITCH	(THE MASTER TURNS OFF HIS APPARATUS, AND WAITS. THERE IS A FINAL BURST OF GUNFIRE JUST OUTSIDE HIS ROOM.	GRAMS END Gun Fire END sonic noise
133.	1	C	A/B SEA DEVILS in to b/g Let MASTER go. Let SEA DEVILS go & FAST ZOOM to CU TRENCHARD beyond door	THE MASTER IS QUITE UNPERTURBED. THE DOOR OPENS AND SEA DEVILS ENTER. WE CAN SEE THE DEAD TRENCHARD LYING IN THE CORRIDOR OUTSIDE.	
134.	3	D	CU L. SEA DEVIL PAN R. X faces?	THE MASTER STANDS WAITING CALMLY AS THE SEA DEVILS ADVANCE TOWARDS HIM)	

USE

TO BE RECORDED AT END

TELECINE 6

137. 4 F 18. INT. CHATEAU: CORRIDORS. DAY.
 4F & slung
 5F, B3, 2F
 LS CORRIDOR
 DEAD GUARD
 f/g
 (HART,
 AND THE DOCTOR WHO COME
 ALONG AND FIND THE BODY
 OF A GUARD. DOCTOR WHO
 KNEELS DOWN TO INSPECT
 THE MAN. BUT HART LOOKS
 FURTHER DOWN THE CORRIDOR,
 GOES A FEW STEPS FURTHER
 DOWN)
 HOLD DOCTOR &
 HART & GROUP.
 Let HART go L.
 Let group go
 (oov)
 HART: Doctor!
 PAUSE REPOS. ARTISTS
 138. 5 F /
 MS HART
 PAN him L.
 to ground &
 TRENCHARD
 DOCTOR in to
 b/g
 & M2S
 (HART HURRIES FORWARD
 TO WHERE THE BODY OF
 TRENCHARD IS LYING.
 DOCTOR WHO COMES ALONG.
 HART TURNS TO DOCTOR WHO)
 I ... can't see why ...
 DOCTOR WHO: The Master had no further
 use for him.
 140. 2 F /
 MCU HART
 HART: But why did he help the Master
 in the first place?
 141. 5 F /
 CU DOCTOR

(2 next)

(on 5, shot 141)

DOCTOR WHO: What would you say
was Trenchard's strongest
characteristic?

142. 2 F _____/
 A/B

HART: I don't know....Patriotism.
I suppose.

143. 5 F _____/
 A/B

DOCTOR WHO: Exactly. And the
Master used that patriotism as
a weapon.

BREAK

(NO SHOTS 144 - 158)

B2,4G,A1,2A

159. 4 G 15. INT. NAVAL BASE. HART'S OFFICE
 CS RADAR RADIO ROOM. NIGHT.

SCREEN
& hand
tapping
morse key

VIS EFF.
RADAR SCREEN SCANNING
ON DOT

(HART, DOCTOR WHO,
JO AND JANE GATHERED
ROUND BOWMAN AT THE
RADIO/RADAR APPARATUS)

GRAMS
Morse

Rewrite LLL Ep.4
Submarine Rewrite 11.11.71

- 30/31 -

(on 4, shot 159)

160. 2 A
M4S JO/BOWMAN/
HART/DOCTOR

BOWMAN: (TO HART) It's no
good, sir. Nothing.

JO: Well if that thing was
the submarine, why don't
they answer your signals.

PAN HART to
b/g and JANE
& BOWMAN f/g

DR. HIO: Perhaps they can't.

HART: (TO JANE) Tell the
search co-ordinator to check
that area immediately. It'll
be light soon.

JANE: Yes, sir.

(JANE MOVES TO GO.
BUT BOWMAN ALIGNS.
POINTS TO RADAR SCREEN)

161. 4 G
CS RADAR SCREEN

BOWMAN: Sir, Contact fading, fading,
(HIO) It's lost.

162. 2 A
M. DEEP 2S
BOWMAN/HART

Contact faded on bearing zero,
nine, seven.

VIS EFF.
DOT FADES
ON RADAR
SCREEN

(THEY ALL LOOK AT THE SPOT
ON THE RADAR SCREEN. THE
TINY SPOT OF LIGHT DIMS
AND THEN GOES OUT)

163. 4 G
MCU DOCTOR

DR. HIO: Captain Hart, we've
got to see what's happening at
that castle.

164. 2 A
M2S JANE/HART

PAN JANE R.

HART: I want an armed party and
two jeeps at the main gate now.
Got that?

PAUSE

(4 next)

- 3031 -

4G, A1, 5C, 2A

167. 5 G 20. ONT. NAVAL BASE: HART'S OFFICE. DAY
CS PAD
& Pencil

(BOWMAN, WEAVING EARPHONES,
WRITING DOWN A MESSAGE.

168. 2 A
MS BOWMAN

JANE COMES ALONG WITH
A CUP OF COCOA)

JANE into
b/g and
M2S BOWMAN/JANE

JANE: I've got you some kye.

(BOWMAN INDICATES FOR
HER TO BE QUIET, HE
CONTINUES WRITING. THEN
HE FINISHES, TAKES OFF
THE EARPHONES)

Roger. Search Force over

BOWMAN: Did you get through to and out.
Captain Hart?

169. 5 G
MCU JANE

JANE: I phoned the castle, but
they'd already left.

170. 2 A
MCU BOWMAN

BOWMAN: They're definitely getting
an echo and the object's moving. Q DOOR SLAM

DOCTOR/JO &
HART into b/g

HART: What is it Bowman. Have
they established contact again?

TRACK OUT
and HOLD 4S

BOWMAN: Sir, message from one
of the search vessels. They're
getting an echo.

DR.WHO: The submarine?

171. 4 G
MCU BOWMAN

BOWMAN: (NOO) Going towards
the fort area. ^{Now} moving at about
15 knots.

(on 4, shot 171)

HART: Depth?

BOWMAN: Steady at one five zero feet sir.

172. 5 G

MC2S HART/
DOCTOR

DOCTOR WHO: (TO HART) I told you, that fort's at the centre of everything. Captain Hart have you got a diving vessel?

173. 2 A

CU HART

HART: Well yes. Reclaim's standing by on the search.

174. 4 G

CU DOCTOR

DOCTOR WHO: I want to inspect the seabed at the base of that fort.

175. 2 A

A/B

PAUSE

TELECINE 7 (A7)

Diving Vessel (Dur: 1' 22")

DOCTOR WHO, HART and JO
board H.M.S. Reclaim and
go below to Control Room.

END TELECINE 7

176. 1 D

MLS Arch
X f/g screen
4S JO/DOCTOR/
HART/WATTS

3E,D3,2G,C3,1D

21. INT. DIVING VESSEL CONTROL ROOM. DAY

(JO AND THE DOCTOR &
HART ENTER TO FIND
LT. COMMANDER WATTS)

GRAMS
Reclaim
Tape

(2 next)

HART: All standing by Watts?
Doctor, you're quite sure you want
to go through with it?

DOCTOR: Positive.

177. 2 G
M2S HART/
WATTS

HART: (TO WATTS) Ready to lower the
observation chamber.

WATTS: Yes sir. And I've got the
crew standing by. We'll send a
man down with him.

178. 1 D
MS DOCTOR

DOCTOR WHO: No. I'll go down by
myself, if you don't mind.

179. 2 G
MS HART

HART: Doctor, I take it you're a
trained diver, in addition to all
your other accomplishments?

180. 1 D
MCU DOCTOR

DOCTOR WHO: Naturally. What's more
important is that I've encountered
these creatures before. I know what
I'm looking for.

181. 2 D
M2S

(HART GIVES THE DOCTOR
A LOOK, THEN TURNS TO
WATTS)

HART: All right Watts. Carry on.

PAN WATTS to
DOCTOR & JO
f/g.
HOLD them
to screen

WATTS: Aye, aye sir.

(WATTS HURRIES OFF.
JO TAKES THE DOCTOR
ASIDE)

182. 3 E
MC2S DOCTOR/JO

JO: Doctor.

DOCTOR WHO: What is it Jo?

JO: Is it really necessary for you
to go down there.

thru wire
screen

DOCTOR WHO: How else am I going to
make contact?

HART: Doctor.

AB.

TELECINE 8.

(A8)

(Dur: 1' 37")

We go through the routine of Naval personnel preparing the chamber for diving. We then see DOCTOR WHO getting ready, and getting into the chamber. The chamber is lowered over the side. HART and JO watching. Then go below.

HART: Good luck Doctor.

END TELECINE 8

D3, 2G, C3, 1D

183. 2 G 22. INT. DIVING VES BL CONTROL ROOM.
 L/A LS D-Y. 3
 Hatch

PAN JO & HART (JO AND HART DESCEND)
L. to incl.
monitors

/FEED REMOTE CAMERA TO 2 MONITOR/

HART: Let me speak to him.

(THE RATING ADJUSTS
CONTROL AND DOCTOR WHO
IN THE CHAMBER APPEARS
ON THE MONITOR SCREENS)

HART: How's it going, Doctor?

DOCTOR WHO: (FILTER) Splendidly,
thank you. Most interesting trip.

186. 1 D
 MCU HART

HART: You'll reach seabed in a
few minutes. Tell us immediately
if you run into trouble.

187. 2 G
 CS 2 monitors

DOCTOR WHO: Don't worry, old chap.
I'll be all right.

(T/K next)

AB.

TELECINE 9 (A9) (Dur: 10")
Shots of the winch turning,
paying out cable.
END TELECINE 9

188. 3 F 3F & Slung /
MS DOCTOR
23. INT. DIVING CHAMBER. DAY.

ZOOM IN to (DOCTOR WHO IS INTERESTING
CS WINDOW HIMSELF IN THE CONTROLS,
AND THEN LOOKS OUT. THERE
ARE NO FISH TO BE SEEN,
ONLY A GRAY-GREEN SWIRL)

189. 2 G /
3S HART/
MONITORS/
JO 2G, C3
24. INT. DIVING VESSEL CONTROL ROOM.
DAY.

(HART, WILTS, JO AND THE
RATING. ON THE MONITOR
SCREEN, DOCTOR WHO LOOKING
OUT FROM HIS SUBMERGED
CHAMBER.)

HART: You've reached seabed.

190. 3 F /
MS
DOCTOR & WINDOW

(2 next)

3F & Slung

25. INT. DIVING CHAMBER. DAY

ZOOM TO
CS WINDOW (DOCTOR WHO LOOKING OUT)
HART: (DISTORT) Are you all right?

DR. WHO: Yes, fine, thank you -
Hang on a minute.

(DOCTOR WHO LOOKS AS HE
SEES NO LIFTING.
HE CRIES TO HIS P.O.V.
HE'S BEEN A SPY DEVIL
TRICKING US WITH THE
GUY-GALANT SMILE.)

191. 2 G
A/B
C3S
HART/ 2G, C3, 1D
MONITORS/ 26. INT. DIVING VESSEL CONTROL ROOM
JO

Monitors b/g (THE GROUP ARE ALERTED BY
DOCTOR WHO'S TONE OF
VOICE.)

HART: Are you all right Doctor? Shall
we bring you up?

DOCTOR WHO: Certainly not.
Here just a minute.

OUT REMOTE CAMERA

(SOUND AND LIGHTS OUT
OFF.)

(HART ADJUSTS THE
T.V. MONITOR SCREEN CONTROL.
THE SCREEN REMAINS BLANK.)

192. 1 D
BCU HART

Let him go

HART: Bring him up. Now!
WATTS: Start winches, hoise bell.

PAUSETTE (JO TURNS INTO BCU)

193. 1 D
BCU JO

(T/K next)

TELECINE 10

(A10)

(Dur: 1' 22")

Diving Vessel deck

Come in on the winch going at full speed, almost all the cable now back on the drum. NAVAL RATINGS, plus JO and HART are standing by.

The chamber comes up and is swung inboard. It is lowered onto the deck, and RATINGS open it. HART goes and looks inside. He crosses back frowning. Jo then crosses and looks underneath. We end on CU JO as she looks with horror.

END TELECINE 10TO BE RECORDED AT ENDTELECINE 10 (CONTD.) CLOSING TITLES

TELECINE 1

(All or B9)

OPENING TITLES

SOF

(Dur: 30")

S/I T/J SLIDES

- (1) The Sea Devils
- (2) by MALCOLM HULKE
- (3) Episode Four

TELECINE 1 (CONTD.)

(B9)

(Dur: 2' 50")

DOCTOR WHO and JO
scramble down cliff to
beach.

On top of the cliff
are MASTER and TRENCHARD
looking down. The
MASTER presses a control
on his apparatus and it
starts to bleep.

On the beach DOCTOR WHO
and JO are hemmed in by the
minefield on one side, the
guards on the other and the
cliffs. Suddenly JO notices
something and points.

JO: Doctor, look!

We see a SEA DEVIL walking
up from out of the sea.
JO and DOCTOR WHO look on
horrified.

TELECINE 1 (CONTD.)

On the clifftop TRENCHARD looks astonished at what he sees.

TRENCHARD: What is it?

MASTER: One of the creatures that have been destroying your ships.

TRENCHARD: You said it was enemy agents. Why didn't you tell me the truth?

MASTER: If I had would you have believed me?

The Sea Devil advances up the beach.
DOCTOR and JO look in the direction of the Guards.

DOCTOR WHO: There's only one thing for it. We'll have to go through the minefield.

They hurry off towards the minefield.

The Guards open fire.
The Sea Devil fires back and kills some guards.

Doctor and JO reach and enter the minefield.

JO: Doctor, we'll be blown up.

The Doctor produces a sonic screwdriver.

JO: What are you doing?

DOCTOR WHO: It's my sonic screwdriver. It converts to rather a good mine detector.

He drags a very nervous JO deeper into the minefield pointing the screwdriver before him.
It starts to give a high pitched bleep.

TELECINE 1 (CONTD.)

DOCTOR WHO: There's one. We'll
have to move round it. Just
follow me.

They edge carefully
round it.

The the beach the
Sea Devil is wavering.

On the cliff top
Master and Trenchard
watch.

MASTER: Stupid beast! Why
doesn't it attack them.

He adjusts the mechanism.
and the Sea Devil sets
off after Doctor and Jo.

Jo looks over her
shoulder.

JO: Doctor it's following us.

DOCTOR: Round this side Jo.

The Sea Devil enters
the minefield. Doctor and
Jo look back.
Jo points.

JO: Doctor look!

DOCTOR WHO: Come on Jo, follow me.

He raises sonic screwdriver
and aims it.
As Sea Devil approaches
mines start to go off.
The Sea Devil turns
and runs back down the
beach.

END TELECINE 1

BLANKING

TELECINE 2 (B10) (Dur: 37")

SOF

Chateau Guards in cars
on a horst go by
obviously searching.

After they have gone
away,

DOCTOR WHO and JO
emerge from a place
of hiding which the guards
missed.

DOCTOR WHO: Still, still.

DOCTOR WHO: Come on JO we've
got to warn Captain Hart.

They move away
cautiously.

END TELECINE 2

BLANKING

TELECINE 3 (B11)

SOF

(Dur: 23")

Submarine Underwater

The submarine is going
along under water.

END TELECINE 3

BLANKING

TELECINE 4 (B12)

SOF

(Dur: 30")

Submarine Underwater

The submarine continues
on its way.

END TELECINE 4

BLANKING

TELECINE 5 (B13)

SOF

(Dur: 1' 11")

Ext. Beach

A SEA DEVIL walks up
from the sea, armed.

Carry over the bleeps from
the Master's apparatus.

In the b/g others rise
up from the water.

END TELECINE 5

BLANKING

TELECINE 6 (B14)

SOF

(Dur: 18")

Ext. Chateau Courtyard

Two Naval Jeeps pull up
outside front door of
Chateau. One is carrying
HART, DOCTOR WHO, JO and
a Naval driver. Following
behind is second jeep
with Ratings.

Hart, Doctor and JO
enter the Chateau

END TELECINE 6

LEADER

TELECINE 10 (CONTD.) (B15 or
A12)
CLOSING TITLES
(Dur: 54")

GRAMS
Closing
Sig.
Tune

S/I T/J SLIDES

- (1) Doctor Who
JON PERTWEE
- (2) Master
ROGER DELGADO
- (3) Jo Grant
KATY MANNING
- (4) Captain Hart
EDWIN RICHFIELD
- (5) Trenchard
CLIVE MORTON
- (6) Commander Ridgway
DONALD SUMPTER
Lt. Commander Mitchell
DAVID GRIFFIN
- (7) 3rd Officer Jane Blythe
JUNE MURPHY
Ldg. Telegraphist Bowman
ALEC WALLIS
- (8) C.P.O. Summers
COLIN BELL
Lt. Commander Watts
BRIAN VAUGHAN
- (9) Castle Guard Drew
STANLEY McGEAGH
Sea Devil
PAT GORMAN
- (10) The B.B.C. wish to
acknowledge the help
given to them by the
Royal Navy in the making
of this programme

TELECINE 10 (CONTD.)

CLOSING TITLES (CONTD.)

- (11) Title Music by
RON GRAINER AND
BBC RADIOPHONIC WORKSHOP
- (12) Incidental Music by
MALCOLM CLARKE
BBC RADIOPHONIC WORKSHOP
- (13) Special Sounds by
BRIAN HODGSON
- (14) Film Cameraman
PETER SARGENT
Film Editor
MARTYN DAY
- (15) Visual Effects
PETER DAY
- (16) Script Editor
TERRANCE DICKS
- (17) Designer
TONY SNOADEN
- (18) Producer
BARRY LETTS
- (19) Directed by
MICHAEL BRIANT
BBC Colour